

## Review of Final Fantasy VII

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From left: Cid, Yuffie, Red XIII, Barrett, Cloud, Tifa, Aeris, Cait Sith, Vincent

**FFVII Fact Box**



**Publisher:** Sony Computer Entertainment  
**Developer:** Squaresoft  
**Platform:** Sony Playstation  
**Genre:** RPG  
**Number of Players:** 1  
**Number of Disks:** 3  
**Released:** September 3, 1997  
**ESRB Rating:** Teen (comic mischief, mild animated violence, mild language)

**Part of the development team:**

**Producer:** Hironobu Sakaguchi  
**Director:** Yoshinori Kitase  
**Music Composer:** Nobuo Uematsu  
**Main Programmer:** Ken Narita  
**Character Design & Battle Visual Director:** Tetsuya Nomura  
**Art Director:** Yusuke Naora  
**Image Illustrator:** Yoshitaka Amano

### Introduction

There are few video gamers today who have not yet played Final Fantasy VII. The Final Fantasy series first became popular on the Nintendo Entertainment System. Final Fantasy VII marked the move of the series from the 16-bit Super NES to the 32-bit Sony Playstation. Not only that, it set a first in everything from production to marketing to game design. This paper reviews the game 4 years later after its release, and concludes with a discussion of its impact on the industry and the gamers, and its place in the history of console games.



### The Story

The story begins with Cloud Strife, a mercenary and ex-member of Soldier (Shinra's army), joining a rebel group Avalanche in an assault on Shinra's Mako Reactor No. 1 in the city of Midgar. Shinra is a huge corporation that has taken over the world by building power plants to mine the "mako" (in Japanese, "magic light") energy from the ground, but in doing so it is slowly depleting the planet's life force and eventually every living thing will die. After the

successful mission, Cloud agrees to join Avalanche again for another bombing mission on another reactor but they were ambushed and he was separated from the group. He meets the flower-girl Aeris and finds out that Shinra is extremely interested in her for some unknown reason. After saving Aeris from the clutches of Shinra, Cloud and the gang find out that something more sinister than Shinra is coming, and the end of the world may come much sooner than they expect. This new discovery leads them on a hunt across the world for the mysterious ex-Soldier Sephiroth, a man with legendary abilities, and with a hidden agenda for the fate of the planet. But Shinra is searching for Sephiroth too, for reasons unknown, and they are out to stop the party from reaching Sephiroth first. Along the way, questions arise about the past, and about Cloud's real identity. Who exactly is Sephiroth? The Ancients? Why does everything seem to hinge on one seemingly unimportant photograph? What is the mysterious voice that plagues Cloud's mind? Their search for the truth eventually leads to the Northern Crater, into which they descend for the final showdown with Sephiroth.



The complex story gradually unfurls primarily in the form of character flashbacks. The game is unique in that these flashbacks are not simply telling the events as they happened, but what the character remembers, either accurately or inaccurately, from his or her own perspective. Many of the characters' accounts of the past are conflicting. The truth is revealed a bit at a time, to be finally resolved only much later. The player thus desires to know the real truth, and is effectively drawn deeply into the game.

The sacrifice for such a complex and compelling story is the number of possible outcomes. Final Fantasy VII has only one ending, and is a commonly heard complaint among the hard-core RPG players. However, I believe the sacrifice is respectable and worth it, because a simpler story or inconsistent endings would have destroyed the game, although I too would have preferred more non-linearity in the story. The only major complaint I have is that the back-stories of some characters, in particular Tifa, are not developed as fully as I would have liked. However, each character's personality is conveyed very well in the way they speak, and this is a very refreshing difference from other RPG games.



Although the story is extremely linear and sometimes predictable (although some people have complained it was too complex and confusing), it was nevertheless a great story masterfully told by some of the best people in the business.

*(Warning: Spoilers below! Do not read if you have not played the game!)*

Final Fantasy VII has several major firsts as stories in RPG games go. For example, it contains perhaps one of the most pitiable villain ever found in RPG games. We understand the need to destroy Sephiroth

in order to save the planet, but we feel sorry for him too, as it is not his fault. He is a victim of Shinra's hideous experiments, misled into believing he is one of the chosen "Cetra". Shinra's lies, and his obsession with his "mother" Jenova led him down the path of self-destruction. Villains have always been extremely stereotypical in Japanese-styled RPG games (as in the "Haha! I'm going to destroy the world! Nyah nyah!" type). No other RPG villain has even come close to Sephiroth's depth and complexity, and his ability to evoke such strong feelings of sympathy in the player.



For the first time in RPG history, Final Fantasy VII includes the death of a main playable character as an essential and critical element of the plot. Many of us still mourn Aeris' death, and many players have undoubtedly used devices such as GameShark to "resurrect" her and put her back into the party. Even more interesting is the existence of a hoax that Aeris can indeed be resurrected legally, complete with instructions on how to achieve it, seemingly valid reasons such as the new "hidden" cinematics in the US release of the game, and recounts of other players who claimed they did it.

However, this is nothing but a hoax, and interested readers can probably find information regarding this on the web (I recommend the GameFAQs web site).

## Gameplay

The key to a successful RPG, in addition to its story, is its battle and character development system.

### Materia

Materia is the result of condensing "mako" energy into a crystal. Ironically, the key to success is in using up the very same energy that Shinra is depleting. Understanding and using materia effectively is essential to doing well in the game.



The materia system is what replaces the job- or class- based character development systems found in previous games in the series. Final Fantasy VII utilizes a classless character development system, and although it makes the characters much more interchangeable, they are now more balanced, unlike older RPG games, where a healer is ultimately useless and is a liability until someone needs healing.



You use materia by equipping them on your weapons and armor. Every weapon or armor has a number of slots in which materia can be attached. Each materia also contains its own series of spells and summons. Materia gain levels the more you use them, and allows you to use stronger spells. When a materia is "mastered", it spawns a new duplicate for you to repeat the whole training process all over again.

In addition to just level-building, materia can also be linked in pairs, if the weapon or armor provides for that. They can have different side-effects depending on the combination, so there is a lot of room for experimentation and self-expression. Furthermore, any materia can be used by any character, and can be swapped between characters, so you can reconfigure the party to deal with different situations.



While not necessary to beat the game, some players have created really amazing materia combinations. There are FAQs all over the Internet, written by players, describing the “perfect” materia combination to, for example, to kill almost all enemies on the first strike, or even to beat Sephiroth in the first couple of rounds without doing anything at all in the final battle. Of course, it takes a lot of time and patience to master enough materia to get the required setup. That the players are willing to do this proof of Square’s ingenuity and farsightedness in creating such a flexible system

## Battle system

The Active-Time Battle system is not a new concept, as it was used in some of the earlier games in the series. What is new is the introduction of “Limit Breaks”, fantastic desperation moves that a character can use if they are attacked enough times, indicated by a bar that shows the character’s amount of anger. Performing enough Limit Breaks allows the character to learn new Limit Breaks, but the player must set the Limit Break level manually, otherwise the character will not attain the next level.



## Mini-games, Secret Characters and Side-Quests

Mini-games abound everywhere in Final Fantasy VII as part of the story-line, which includes an exhilarating bike chase on the highway, and an underwater submarine seek-and-destroy mission. There is even a complete video game arcade in the Gold Saucer, where you can replay the mini-games or play other games (and waste a tremendous amount of money, just as in real-life arcades).

There are two optional secret characters which you can get in the game - Yuffie (an annoying female ninja) and Vincent (a really cool undead human), each with their own set of Limit Breaks, weapons, side-quests and back-story. The most often heard complaint is that they are woefully underdeveloped. No special FMVs were made for them, their side-quests and back-story lacks substance, and they have absolutely no effect on the story. The only reason to get them is if you like their fighting prowess, or if you simply want to get every little secret in the game.

## Chocobos

Yes, they are back, and this time you can breed and race them for additional cash at the Gold Saucer, or even breed your very own super-duper ocean-going gold chocobo to get at that all-powerful Knights-of-the-Round materia, or the extremely useful Mime materia. Chocobo breeding (and racing) is a time-consuming and expensive commitment, but very recommended if you want to beat Sephiroth. The other alternative is to level up to ridiculously high levels. Either way, the choice is yours to make.



## Graphics

Freed from the size constraints of a cartridge based system, and with a budget of over \$30 million and 120 artists, the most amazing CG graphics ever to be produced at that time were achieved. FMV sequences are scattered throughout the entire game, providing a visual feast never seen before in any RPG. These are not just cut-scenes that function as rewards for the player's achievements. The movie sequences are woven directly into the game itself, and drive the story forward. Most players first bought the game for its beautiful

graphics, and then were wowed by the gameplay and story. Final Fantasy VII feels more like a movie than a game, and that is probably where most of its mass-appeal lies. This use of integrated movies was controversial within the RPG community. Even today, there are still debates by gamers regarding the merits of such "eye candy", and what elements make a "true" RPG.

In addition to the pre-rendered FMVs, many scenes are acted out in real time 3D by the super-deformed "Popeye-like" characters themselves within the 3D game environment, complete with suitable animations, such as Barrett shaking his fist in anger. The game is played entirely in a third-person perspective, on lush pre-rendered 3D backgrounds.



The characters may look very blocky by today's standards, but at that time it was so revolutionary that the game sparked the beginning of a new genre of "cinematic RPGs" (a term coined by Square a year later when they produced Parasite Eve).

## Sound

The musical score is simply beautiful. Over 100 tunes composed by the ever-popular Nobuo Uematsu, who composed the music for all the games in the Final Fantasy series, is used in the game. Many audio CDs have been released, including orchestral arrangements, and sold well.



Probably the most common complaint is that the music is synthesized instead of being digitally recorded, despite the huge budget. The same goes for the sound effects. Interestingly, later games in the series still used the same synthesized approach to the music and sound effects.

The only exception to the synthesized formula is the final battle with Sephiroth, where chanting voices are used. The theme works effectively to heighten the player's anxiety when facing down Sephiroth, especially as it is totally unexpected because all other music in the game are synthesized.

## Control

The controls are simple to understand and use. However, sometimes it is hard to control Cloud in some of the more complex interior environments because it is not clear where he can and cannot go.

## Translation

Japanese RPGs often suffer from a very bad translation treatment when they cross the Atlantic. There is frequently a tendency to Americanize the story and characters to better suit American tastes, due to a fear that Americans will be put off by foreign elements in the story. Often this results in an incomprehensible story. Final Fantasy VII is lucky in that Sony promised not to alter the work. Even the dialog remained uncensored, and the vulgar words kept intact. Still, after taking more than year in translation and repackaging, there are several translation inconsistencies.



Perhaps the most obvious mistake is the "Off-course" (of course) at the Gold Saucer Battle Arena. Sometimes the dialog makes no sense, such as when Cloud says, "...Hmm. That's how you'll fool them" and Aeris echoes "That's how you fooled them" outside the Honeybee Inn. Despite the mistakes, the translation is one of the best ever in a Japanese RPG.



Besides translating the text, the American version also contains a myriad of new additions. The optional Ruby and Emerald Weapons monsters were added, and new FMVs were created for them. The Underwater materia was added as the way to eliminate the time limit in fighting the Emerald Weapon. Some spells were altered, and some monsters were made easier to defeat. Perhaps the craziest addition in the American release was Sephiroth's Supernova summon, drastically modified from the Japanese version, which is now at least a minute and a half longer. One beneficial modification was that you can now exchange materia easily between party members. That was a real pain in the original

Japanese release. Another modification was that exit points are now marked clearly with red arrows, which makes navigation in confusing scenery much easier.

## Game Design

There is very little replay value, except for maybe the Gold Saucer mini-games. The story is extremely linear, and there is only one ending. Of course, many players will play the game again at least once to get all the secrets, raise the perfect chocobos, beat the Ruby and Emerald Weapons and so on, but there is little reason play the game again and again. This is very common problem with RPGs. Still, this is a really wonderful game to play.



The battles are well-balanced. Most monsters at each stage of the game are at a beatable level, and there is a lot of variety in battling them. Many monsters have specific weaknesses, and require different strategies.

The frequency of Limit Breaks has been criticized to be too high by some, making the game too easy. While this might be true, Limits Breaks are a godsend when you are fighting a difficult boss battle, and it does require some strategy in deciding when to use a Limit Break.

Navigation-wise, there is not much control over where you can go. New places are “unlocked” as the story progresses, but it is done “naturally”, such as you must acquire the buggy so that you can cross the river to the other side of the continent, and the biplane before you can cross the ocean.



## Impact on Industry

Final Fantasy VII marked Squaresoft’s breakaway from Nintendo, and many players followed in the switch over to the Sony Playstation. This was undoubtedly an important factor in the Playstation’s success as the next-generation video game console. Enix’s Dragonquest series followed soon after Square’s decision to “defect” to the Playstation. Even now, Nintendo still have not quite recovered from this double-blow.

Final Fantasy VII helped lifted the status of Japanese-styled console-based RPGs from being a niche market into the mainstream. In the past, RPGs are far and few between. Now players are spoilt for choice every year.

The game proved that big budget games are possible and heralded the end of the garage-based RPG game development. Final Fantasy VII also started a new genre of “cinematic RPGs” as opposed to “old-school” RPGs.

Finally, the game was so successful that an “International” version (basically the American version with Japanese text) was produced which sold very well in Japan, a first for any Japanese RPG. Subsequently a PC version was produced which brought the game to millions of non-Playstation gamers.



## References

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- Final Fantasy: Worlds Apart <http://www.ffnet.net>
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*Review:* Fear Effect 2 -- finally here, and more of the same. Which isn't bad, depending on your taste

### [Army Men: World War Final Front](#)

*Preview:* 3DO hopes the third time's a charm, as it prepares to release its third Army Men World War game.

### [High Heat Baseball 2002](#)

*Preview:* It's still not the prettiest game around, but it has the potential to be the best on PlayStation.

## features

### [Saturn to PlayStation Wish List](#)

Sega plans on porting some of its Saturn titles to the PlayStation - here are the ones that we want.

## hardware

## featured affiliate

### [Total RPG](#)



Check out this cool affiliate  
[More affiliates](#)



## newsflash

### [Testing Ground: Sharp MD-SR60](#)

*for men:* Another outstanding MD recorder from Sharp. And one more reason to hold off on that MP3 player.

### [Mid-Week Movie Round-Up](#)

*movies:* New, news, news...all the movie news that's fit to print on the Internet.

### [Spider Man Classic Figures](#)

*sci-fi:* The best Spider-Man action figures ever?

## hot stories



### [Fear Effect 2: Retro Helix](#)

Fear Effect 2 -- finally here, and more of the same. Which isn't bad, depending on your taste

### [Final Fantasy IX Guide Now Online!](#)

IGN Guides brings you a complete strategy guide and

### [Storm Chaser Gamepad](#)

InterAct's 16-button, dual analog, dual vibration controller is one of the most comfortable that we've ever held.

### [Dual Impact 2 Colors](#)

Performance offers up a budget-priced, barebones, controller for PS and PS2 that comes in a variety of colors.

### [Dual Impact 2](#)

Performance offers up a budget-priced, barebones, controller that works for the PlayStation and PlayStation 2.

### [MultiPlayer Adapter](#)

It has one more controller port, but that doesn't make it any better than Sony's own MultiTap peripheral.

### [Mobile Monitor Color LCD Screen](#)

If you have a PS one, you need to buy this right now. This is one of the coolest products that we've ever seen.

### [Blue Thunder Racing Wheel](#)

This is easily the best steering wheel for the PlayStation or PlayStation 2 that we've used thus far.

### [ShadowBlade Arcade Stick](#)

It might be pricey, but InterAct's arcade stick is worth every penny if you desire a well-built and fully functional joystick.

walkthrough to the latest Square masterpiece.

### [IGN's Guide To Fear Effect](#)

Complete walkthrough for Eidos' fearful action/adventure horror game.

Sorry, Javascript is required to participate in our polls.

codes

### [Ford Racing](#)

Unlock Every Car

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## RECENT RECONNAISSANCE

02.23.01



### [New Metal Gear Solid 2 story details](#)

[02.22.01 | 11:00 PM EST | news] » Demo release brings new plot and character information.



### [New Zelda: Oracles gameplay information](#)

[02.23.01 | 12:30 AM EST | news] » Nintendo hints at Game Boy Color titles' secrets and sidequests.

### [Life's like a road that you travel on...](#)

[02.23.01 | 6:00 PM EST | fanfics] » ...there's one day here and the next day gone...

### [Onimusha U.S. date confirmed](#)

[02.23.01 | 5:10 PM EST | news] » PlayStation 2 adventure to ship March 14th.

### [Pokémon Stadium 2 movies](#)

#### Hello Henry

Your gift can help support the GIA!



amazon honor system  
How do we know your name?

### [Double Agent](#)

[02.22.01] » From the outside looking in

### [Special Ops](#)

[02.15.01] » GIA For Kids: Video Game Ineptitude Test

### [Sketch Artist](#)

[02.19.01] » Madness takes its toll...

### [Parallel Universe](#)

[02.23.01] » Life's like a road that you travel on...

### [Mission Logs](#)

[10.03.00] » Open the floodgates



[02.23.01 | 4:05 PM EST | update] » [See](#) both new in-game footage of Nintendo's Pokémon Stadium 2 and its accompanying television commercial.

### [Unison character art](#)

[02.23.01 | 4:05 PM EST | update] » New [high-resolution](#) artwork of Unison's dancing heroines.

### [Nintendo confirms GameCube Zelda development](#)

[02.23.01 | 3:20 AM EST | news] » Former technology demo now a game.

### [Final Fantasy II WonderSwan Color details, screens](#)

[02.23.01 | 1:50 AM EST | news] » New information and [3 new screenshots](#) from Square's second Final Fantasy remake.

### [More Devil May Cry footage](#)

[02.22.01 | 12:30 AM EST | update] » Capcom releases an action-oriented [second trailer](#) for its forthcoming PlayStation 2 adventure.

### [Dark Cloud, ICO, and Monster Rancher 3 confirmed for US](#)

[02.22.01 | 11:30 PM EST | news] » Three PlayStation 2 games get North American releases dates.

### [Namco plans new game announcements for Tokyo Game Show](#)

[02.22.01 | 6:15 AM EST | news] » Tales of X or MonolithSoft's Project X may debut in March.

### [More Z.O.E mecha designs](#)

[02.21.01 | 11:30 PM EST | update] » Konami releases [2 new mecha designs](#).

### [Record of Lodoss War](#)

[02.22.01 | 4:55 AM EST | news] » Upstart publisher Conspiracy Games is aiming to make a splash with its anime-based action RPG. Find out what's in store for Dreamcast RPG fans this spring in the GIA's [Record of Lodoss War](#) preview.

### [Famitsu rates four](#)

[02.21.01 | 2:55 AM EST | news] » The first word on Shadow of Destiny, Zone of the Enders, and both GBC Zeldas.

[Contact the GIA](#)  
[About the GIA](#)

### [Zelda: Oracles wallpaper](#)

[02.21.01 | 1:05 AM EST | update] » Watch Link in action in [four new wallpaper images](#) from the upcoming Zelda: Oracles titles. See Link swim. Swim, Link, swim.

### [Fear Effect 2: Retro Helix ships](#)

[02.20.01 | 11:50 PM EST | news] » The PSX lives! (for now).

### [Final Fantasy II for WonderSwan Color delayed](#)

[02.20.01 | 11:30 PM EST | news] » Square's second portable remake pushed back to May.

### [Final Fantasy II WonderSwan logo](#)

[02.20.01 | 10:00 PM EST | update] » Square introduces the brand new Amano-designed [logo](#) for the WonderSwan Color version of Final Fantasy II.

### [More Z.O.E anime on the way](#)

[02.20.01 | 7:20 PM EST | news] » A television series will follow the video release of Z.O.E 2167 Idolo.

### **Shenmue II character screens**

[02.20.01 | 6:25 AM EST | update] » Sega gives us another look at red-headed vixen, [Joy](#) and Ryo's knife wielding rival, [Ren](#).

### [Illbleed](#)

[02.22.01 | 5:45 AM EST | news] » Crazy Games' upcoming Dreamcast adventure is determined to scare you silly. Prepare yourself with our [updated preview](#) , [12 screenshots](#), [4 character portraits](#), and an [Illbleed action figure](#).

### [Zone of the Enders screens](#)

[02.20.01 | 5:45 AM EST | update] » [18 new screenshots](#) of Konami's mech-based melodrama.

### [Madness takes its toll...](#)

[02.29.01 | 11:55 PM EST | artwork] » Please use exact change.

### [Dragon Warrior Monsters 2 screens](#)

[02.19.01 | 2:50 AM EST | update] » [38 new screens](#) of Enix's monster-catching RPG.

### [Paper Mario](#)

[02.18.01 | 10:25 PM EST | review] » Plumb the depths of Nintendo's only first-party N64 RPG with our [review](#) and [154 screenshots](#). It's-a definitely worth it!

### [Fear Effect 1 offered with Retro Helix reservations](#)

[02.17.01 | 11:55 PM EST | news] » Gamers who reserve Fear Effect 2 will receive a coupon for the original.

### [Z.O.E opening movie and more](#)

[02.17.01 | 9:25 PM EST | update] » Check out the [complete opening movie](#) to Konami's Z.O.E, plus [new character and mecha designs](#).

### **New Zelda GBC screenshots**

[02.17.01 | 9:25 PM EST | update] » Nintendo releases even more new screenshots from [Zelda: Oracle of Seasons](#) and [Zelda: Oracle of Ages](#).

### [Square polls fans on Final Fantasy vocal remake](#)

[02.17.01 | 3:45 AM EST | news] » Bonus track to be included on Final Fantasy X single.

### [Unison](#)

[02.16.01 | 6:50 PM EST | preview] » Get your bad self on the dance floor with [33 screenshots](#), [8 character designs](#), the [Japanese trailer](#), and a [complete preview](#) for Tecmo's PlayStation 2 dancing game.

### [Full track list for Unison unveiled](#)

[02.16.01 | 6:45 PM EST | news] » Ever wanted to dance to a Japanese remix of the Village People? Tecmo's new dancing game is here for you.

### [Maken Shao screenshots and gameplay features revealed](#)

[02.15.01 | 11:50 PM EST | news] » Atlus is out to improve every aspect of Maken X in this Playstation 2 port.

### [GIA For Kids: Video Game Ineptitude Test](#)

[02.15.01 | 4:10 AM EST | feature] » Tough video game trivia got you down? GIA For Kids' exclusive Video Game Ineptitude Test is sure to provide with you a much-needed confidence boost.

### [More Maken Shao information](#)

[02.15.01 | 1:50 AM EST | news] » Maken X's story to be retold through a new perspective.

### [Sega and Nintendo joint RPG confirmed](#)

[02.15.01 | 1:05 AM EST | news] » Yet another rumor becomes reality as Sega of America admits to an RPG in co-development with Nintendo.

### [Sega plans Phantasy Star Online sequel](#)

[02.14.01 | 11:30 PM EST | news] » A follow-up to Sega's recently released online RPG is on the way, and it'll appear on the Dreamcast.

### [New Shenmue II screenshots](#)

[02.14.01 | 11:55 PM EST | update] » Sega shows off one of Shenmue II's leading ladies.

### [Uematsu discusses Final Fantasy X audio](#)

[02.14.01 | 11:25 PM EST | news] » New music, sound, and voice acting details.

### [Phantasy Star Online](#)

[02.14.01 | 1:05 AM EST | review] » North America's first online console RPG arrives with a bang. Find out more about Sega's ambitious Dreamcast title in the GIA's [review](#).

### [Name Game contest results](#)

[02.13.01 | 1:00 AM EST | news] » Kelvin & Larissa arrive fashionably late as usual. Check out the [results](#) to their Name Game Contest adventure, plus the [complete answers](#).

### [Nintendo confirms Zelda GBC titles for North American release](#)

[02.14.01 | 1:05 AM EST | news] » Both titles will receive name changes for their domestic releases.

### [Game Boy Advance U.S. date announced](#)

[02.13.01 | 1:00 AM EST | news] » American launch date revealed at Toy Fair 2001 -- and it's coming in the first half of the year.

### [Two new Pokémon releases get scheduled](#)

[02.13.01 | 1:00 AM EST | news] » Pokémon 3: The Movie to debut April 6, Pokémon Crystal to arrive this fall.

### **Konami box art**

[02.13.01 | 1:00 AM EST | update] » Official U.S. box art for [Shadow of Destiny](#), [Z.O.E.](#), and [Ring of Red](#).

### [Metal Gear Solid 2 figures displayed](#)

[02.12.01 | 11:55 PM EST | news] » McFarlane Toys sheds a little light on new characters at Toyfair 2001.

### **[We don't suffer from insanity.](#)**

[02.12.01 | 11:35 PM EST | artwork] » Here at Sketch Artist, we enjoy every minute of it.

### **[Sakura Taisen PS2 not a port](#)**

[02.11.01 | 9:40 PM EST | news] » Sega plans something new for the PlayStation 2 version of Sakura Taisen.

### **[WonderSwan Color US release still a possibility](#)**

[02.11.01 | 9:30 PM EST | news] » Bandai considering an American release for the handheld.

### **[Phantasy Star Online security troubles](#)**

[02.11.01 | 9:30 PM EST | news] » Security measures for Sega's online RPG may be too strict in some ways, too weak in others.

### **[Final Fantasy IX figures arrive in stores](#)**

[02.11.01 | 9:30 PM EST | news] » But what happened to the lunchboxes?

### **[EI Dorado Gate](#)**

[02.11.01 | 9:30 PM EST | update] » [18 screenshots](#) from the third chapter of Capcom's serial RPG.

### **[Phase Paradox](#)**

[02.09.01 | 3:40 AM EST | preview] » Sony takes the Survival Horror genre to the final frontier. Read all about it in the GIA's [preview](#), then take a look at [8 screenshots](#).

### **[The Golden Sun](#)**

[02.09.01 | 3:40 AM EST | update] » 14 screenshots from the Game Boy Advance's most impressive RPG.

### **[Monster Rancher 3 preorder campaign, new screens](#)**

[02.09.01 | 3:40 AM EST | news] » Japanese ranchers will receive a special CD, but you can check out the first high-resolution [screenshots](#).

### **[More ChuChu Rocket GBA screens, multiplayer details](#)**

[02.09.01 | 2:15 AM EST | news] » Four players, one cartridge.

### **[New Shenmue II gameplay details](#)**

[02.09.01 | 1:15 AM EST | news] » Less dead-time, easier navigation, and expanded conversations await in Shenmue's second installment.

### [Maken X sequel in the works?](#)

[02.09.01 | 12:35 AM EST | news] » Could Atlus' franchise slash its way onto the PlayStation 2?

### [And there's always the sky...](#)

[02.08.01 | 2:45 PM EST | fanfics] » ...trace your hand, trace your hand...

### [Square posts first-ever loss, begins reorganization](#)

[02.08.01 | 8:45 AM EST | news] » A change in profitability brings a change in structure and three corporate demotions.

### [DigiCube to sell Game Boy titles](#)

[02.08.01 | 12:10 AM EST | news] » Square-owned game and merchandise distribution system to begin selling games for Nintendo's portable juggernaut.

### [Square announces new Final Fantasy album](#)

[02.07.01 | 10:30 PM EST | news] » A collection of songs from various collections.

### [Shenmue II](#)

[02.07.01 | 6:30 AM EST | preview] » Yu Suzuki's gift keeps on giving and the GIA gives you the full details with a [full preview](#), [44 new screenshots](#), and [4 character designs](#).

### [The Gaming Intelligence Agency joins Amazon.com Honor System](#)

[02.06.01 | 3:20 AM EST | news ] » Brother, can you spare 10 gil?  
*Didn't work before? Try again!*

### [Paper Mario ships to retailers](#)

[02.06.01 | 1:00 AM EST | news] » Highly anticipated title in stores today

### [Pokémon returns to the big screen](#)

[02.06.01 | 1:00 AM EST | news] » Who needs a DeLorean when you have Celebi?

### [Speeding through the universe](#)

[02.05.01 | 10:25 PM EST | artwork] » Thinking is the best way to travel.

### [The Mystical Seed: Chapter of Time and Space](#)

[02.04.01 | 11:45 PM EST | preview] » Nintendo finally reveals the second half of the Zelda: The Mystical Seed duology. We've got the first [gameplay details](#), plus [screenshots](#), [character designs](#), [item designs](#), and [more artwork](#).

### [The Mystical Seed: Chapter of Earth](#)

[02.04.01 | 9:20 PM EST | preview] » New [details](#) on the first half of The Mystical Seed saga, as well as [26 screenshots](#), [28 character designs](#), [5 item designs](#), and [2 pieces of art](#).

### [Shadow of Memories to be released early](#)

[02.03.01 | 12:45 PM EST | news] » Konami's March Madness begins in February.

### [Dreamcast Smash Pack price drop](#)

[02.02.01 | 1:15 PM EST | news] » Sega slashes price of classics collection.

### [Monster Rancher 3](#)

[02.02.01 | 4:15 AM EST | preview] » Tecmo's monsters are coming to the PlayStation 2 with new graphics, new gameplay, and funny little hats. Check out our [full preview](#), [7 screenshots](#), and [17 monster designs](#).

### [ChuChu Rocket GBA screens, multiplayer details](#)

[02.01.01 | 11:55 PM EST | news] » New levels wa su-go-i!

### [New Tales game in the works](#)

[02.02.01 | 9:20 PM EST | news] » Namco's RPG series gets another chapter.

### [Sakura Taisen PS2 update](#)

[02.01.01 | 9:15 PM EST | news] » Ported game not necessarily Sakura Taisen 1.

### [Final Fantasy X song title revealed](#)

[02.01.01 | 9:15 PM EST | news] » Isn't it ambiguous?

### [Chu Chu Rocket confirmed as GBA launch title](#)

[01.31.01 | 11:45 PM EST | news] » Sonic Team's puzzler set to arrive in Japan this March, complete with four-player support.

### [Sakura Taisen jumps to PlayStation 2](#)

[01.31.01 | 11:25 PM EST | news] » U.S. release "quite possible."

### [Shenmue II gets North American release date](#)

[01.31.01 | 11:25 PM EST | news] » Dreamcast sequel to ship in November.

### [Sega to drop price of Dreamcast, liquidate inventory](#)

[01.31.01 | 9:05 AM EST | news] » And it's happening sooner than you think.

### [Ulala dances to the PlayStation 2, Chu-Chu Rocket to Game Boy Advance](#)

[01.31.01 | 8:55 AM EST | news] » Same channel, new station for both Ulala's first game and sequel, while Sonic Team's mouse-saving madness goes portable as Sega officially abandons the Dreamcast.

### [Phantasy Star Online ships](#)

[01.31.01 | 3:15 AM EST | news] » Sonic Team's online RPG is on its way to stores.

### [Hideo Kojima defines Metal Gear Solid X](#)

[01.31.01 | 1:30 AM EST | news] » Xbox installment to feature a mix of the original and its sequel.

### [Sega Smash Pack ships](#)

[01.31.01 | 12:50 AM EST | news] » With Phantasy Star II and Shining Force in tow.

### [Phantasy Star II](#)

[01.30.01 | 9:45 PM EST | vault] » As Phantasy Star II hits store shelves again with Sega's Smash Pack, the GIA brings you a [retrospective](#), [263 screenshots](#), [three MP3 clips](#), and [eight character portraits](#) from what may be the franchise's most acclaimed installment.

### [Ride a painted pony...](#)

[01.30.01 | 12:55 PM EST | fanfics] » ...let the spinning wheel spin.

### [Shin Megami Tensei screens, artwork](#)

[01.30.01 | 1:20 AM EST | media] » [24 new screenshots](#) and [3 character designs](#) from Atlus' PlayStation remake of the first Shin Megami Tensei.

### [Metal Gear series coming to an end?](#)

[01.29.01 | 10:30 PM EST | news] » Kojima says Sons of Liberty will conclude the series.



### [PlayStation 2 PaRappa game in the works](#)

[01.29.01 | 5:05 PM EST | news] » Whoa, check that out! That's the new Super-Stretched Sequel 900!

### [Yamauchi says no to Square](#)

[01.29.01 | 12:35 PM EST | news] » Nintendo's president continues his hostility towards everything, including comments on Microsoft and a startling public refusal to accept Square development.

### [After the big game...](#)

[01.28.01 | 11:50 PM EST | artwork] » Artwork guaranteed to be less predictable than this year's Super Bowl.

### [The Adventures of Cookie & Cream](#)

[01.28.01 | 9:00 PM EST | preview] » Crack rabbit fun -- from the creators of King's Field and Armored Core. See what's in store in [The Adventures of Cookie & Cream](#).

### [Kessen II release date update](#)

[01.28.01 | 8:45 PM EST | news] » Japanese release postponed; North American version scheduled.

### [Code: Veronica X to include Devil May Cry demo](#)

[01.28.01 | 8:45 PM EST | news] » The North American version of Resident Evil Code Veronica Complete will ship with the same extra disc.

### [Evil Dead: Hail to the King](#)

[01.28.01 | 2:15 AM EST | review] » Ash and company have made their way to the PlayStation. Find out if Hail to the King will leave you dying for more or screaming in terror with the GIA's [review](#).

### [Final Fantasy movie budget disclosed](#)

[01.27.01 | 5:45 AM EST | news] » Square reveals exactly how big of a gamble they're taking with The Spirits Within.

### [New Final Fantasy X details](#)

[01.27.01 | 5:45 AM EST | news] » After months of silence, the floodgates open even wider: new character, gameplay, and mini-game information revealed.

### [Xbox's Dreamcast compatibility denied](#)

[01.27.01 | 5:45 AM EST | news] » Microsoft unsurprisingly puts the kibosh on rumors of a DC compatible Xbox.

### [New Devil May Cry screenshots](#)

[01.27.01 | 5:45 AM EST | update] » You may cry at the beauty of these [18 new screenshots](#).

### [Phantasy Star](#)

[01.27.01 | 3:15 AM EST | vault] » With Phantasy Star Online forthcoming, the GIA takes a look at one of the finest RPGs ever crafted with a [retrospective](#), [197 screenshots](#), [two MP3 clips](#), as well as [five character portraits](#).

### [Square announces two versions of Final Fantasy X, more unknown titles](#)

[01.26.01 | 6:20 PM EST | news] » Get ready for your first special edition 2-DVD game.

### [PSO confirmed to be usable with broadband?](#)

[01.26.01 | 2:00 PM EST | news] » One source says, Yes.

### [New Shenmue II character details](#)

[01.26.01 | 3:20 AM EST | news] » Three sultry sirens join Shenmue II ranks. (Shenmue spoilers included.)

### [Monster Rancher PS2 details, release date](#)

[01.26.01 | 2:40 AM EST | news] » Tecmo's monsters invade your DVD collection.

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# FINAL FANTASY *Worlds Apart*



For the **HARDCORE** Gamer

## 3D Spotlight

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Final Fantasy VI (6) section revised. [Check it out!](#)

**Final Fantasy IX U.K. & Europe: 16th February, 2001.**

Got a news tip? [Send it in!](#)

## Something You'd Like To Know About Final Fantasy X?



January 27th  
[ NEWS ]

[Everything from Chocobos to controlling camera angles - it's all here \(well not all, but you get our meaning\)!](#)

CONTINUED

### POLL

What aspect of Final Fantasy X are you most looking forward to?

Real-Time 3D Locations

Voice Acting

It Being On DVD

Realistic Characters

It Being On Ps2

The Story

Something Else

[\[ view results \]](#)

### Affiliates

- [3D GameForce](#)
- [Consolenation](#)
- [NGN Online](#)
- [FFviii.co.uk](#)
- [PSX Revolution](#)
- [RPG-Net](#)
- [The Square Network](#)
- [Square Source](#)
- [Total FF](#)

[Want to Affiliate?](#)

### ADDITIONS

- 02/02/01 [FF5 World Maps Added](#)
- 01/31/01 [FF10 Section Added](#)
- 7/25/00 [FF9 Walkthrough Added](#)
- 4/19/99 [FF9 Section Revised](#)
- 4/18/99 [FF9 Screens Added](#)

## Square Reveal Future Plans For Final Fantasy



January 22nd  
[ NEWS ]

[They did it this time last year, and they've done it again! Square reveal their future plans.](#)

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## NEWS BRIEFS

[ Jan 16th, 2001  
FF X On  
PlayOnline! -  
Square have added  
a Final Fantasy 10  
section to their  
PlayOnline site  
(albeit in  
Japanese). [Check  
it out!](#) ]

[ Jan 4th, 2001  
FF: The Movie  
Screen Saver!! -  
On the official  
movie site, a  
screen saver has  
been put up!  
[Download it here!](#) ]

[ Dec 20th, 2000  
FF Christmas  
MP3! - Square  
have gone all  
festive and  
published a special  
Christmas MP3!  
[Download it here!](#) ]

[ Nov 14th, 2000  
Final Fantasy  
Movie Renamed -  
Square have opted  
to rename the  
2001 scheduled  
movie to "Final  
Fantasy: The  
Spirits Within".  
They also  
published a new  
poster which you  
can [click here to  
view.](#) ]

[ Sept 11th, 2000  
FF IX OST  
Released - And  
it's a stormer! [Buy  
at Game Music.](#) ]

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## Final Fantasy X Delayed In Japan



January 21st  
[ NEWS ]

[No real surprises here: Square  
have opted to delay Final  
Fantasy X for fine tuning.](#)

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## RELEASES

FF9 Jap: Out Now!  
FF9 US: Out Now!  
FF9 UK: 16/2/01  
FF10 Jap: Spring 2001  
FF11 (world-wide): 2001  
FF Movie: Spring 2001

## FFWA MAIL

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**"You don't need a reason  
to help people."** - Zidane,  
FF IX.

## First Official Final Fantasy X Details



January 13th  
[ NEWS ]

[Square have finally released  
some official screenshots &  
information on Final Fantasy X!](#)  
*\* Updated With Hi-Res Pics\**

CONTINUED

## U.K. Final Fantasy IX Release Pushed Back



January 12th  
[ NEWS ]

[With the rest of the world  
thinking about FFX, the U.K. &  
Europe still await Final Fantasy  
IX.](#)

CONTINUED

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Statement](#)

## Final Fantasy IX Script: Discs Three & Four



January 4th  
[ FEATURE ]

Work has finally been completed on the FF IX Script. Watch this space for a walkthrough!

CONTINUED 

NEWS ARCHIVES 



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<http://contest.3dgfn.com>



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- [Square Source](#)
- [Video Gamers First](#)
- [Dark Omen Gaming](#)

## UPDATES

- Jan. 7/01  
[Forums](#)  
A message board has been added to the site
- Jan. 3/01  
[New Affiliate](#)  
We've affiliated with the site Square Source
- Dec. 21/00  
[FF IX Screenshots](#)  
76 Screenshots from Disk 1 have been added

## ARTWORK



By: [Rachel Young](#)



## [Official FF X Page Opened](#)

January 16, 2001 - 1:40 am CST

Editor: [Lazarious](#)

Today Squaresoft opened their official FF X page on the Internet. There's only one slight problem...

## January 12, 2001

### [FF X Characer Details](#)

Posted By: [Lazarious](#) @ 3:30 pm CST

More information has been released on the Final Fantasy X characters Tida and Yuna.

### [First FF X Screenshots](#)

Posted By: [Lazarious](#) @ 1:50 am CST

Squaresoft has broken some of the silence on the upcoming Final Fantasy X by releasing some new pictures.

## January 11, 2001

### [Post FF IX Thoughts](#)

Posted By: [Lazarious](#) @ 1:30 pm CST

Lazarious sits down and shares his thoughts of Final Fantasy IX.

## January 7, 2001

### [Forums](#)

Posted By: [Lazarious](#) @ 7:00 am CST

The forums have finally been opened. Take a look and start posting.

## January 5, 2001

### [Two New FF X Characters](#)

Posted By: [Lazarious](#) @ 3:30 pm CST

Two new character names have trickled out of the Jump Festival.

## January 4, 2001

### [Vocalist Announced for the FF X Theme](#)

Posted By: [Lazarious](#) @ 8:30 pm CST

Squaresoft has finally announced the vocalist that will sing the theme song for Final Fantasy X.

## January 3, 2001

### [Final Fantasy - TSW Interview](#)

Posted By: [Lazarious](#) @ 12:45 am CST

Hironobu Sakaguchi and Jun Aida sit down and talk about their upcoming movie.

## January 2, 2001

### [Final Fantasy Screen Saver](#)

Posted By: [Lazarious](#) @ 3:20 am CST

Squaresoft has released a screen saver for their upcoming movie, Final Fantasy - The Spirits Within.

## January 1, 2001

### [Happy New Year!!](#)

Posted By: [Lazarious](#) @ 2:00 pm CST

Happy New Year! Here are some thoughts on the new year ahead of us.

[More News](#)

